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Printed in Japan

EmuMovies

ULTRA® GAMES

NES-E2-USA

HOW TO PLAY SNAKE'S REVENGE™

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WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic version of Snake's Revenge for the Nintendo Entertainment System. We suggest that you read the following instructions thoroughly before infiltrating Higharolla Kockamamie's heavily guarded FORTRESS FANATIC.

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DESTINATION ISHKABIBIL

The radar invisible Stealth copter dips and weaves through the narrow passes of a vast mountain range which stretches from the borders of Teristan to its capital city Ishkabibil. Only minutes from the drop zone, you clutch your assault rifle and stare out the window. Darkness is everywhere.

Your fellow commandos from the FOX HOUND Battalion sit across from you. One sharpens his knife. The other polishes his grenades. No one speaks, but through the silence a message comes across loud and clear –this will be the most dangerous mission ever attempted, even more so than the infiltration of Colonel Vermon CaTaffy's stronghold.

For now, you're challenging Higharolla Kockamamie and his army of raging lunatics. And you must overcome untold hundreds of Uzi toting soldiers, a heavily armed battleship and a loaded locomotive to reach your objective, destroying Higharolla's Ultra-Sheik Nuclear Attack Tank. Or else the world will be knocked to its knees by a fellow who has won the "Merciless Man of the Year Award" eight straight times.

HOW TO ACCOMPLISH YOUR MISSION

Once the Stealth copter has penetrated Teristan's airspace, it will drop your squad on the fringes of Fortress Fanatic, a terrorist sanctuary on the outskirts of Ishkabibil, where Higharolla's crackpot troops are stationed. From there you'll have to infiltrate the fortress, utilizing all of the skills you learned in FOX HOUND's Sneak Attack School. Shhhhhh, quiet. Or else you'll suddenly be surrounded by assault troops who don't play by the rules of the Geneva Convention.

As you "snake" through the fortress, keep your eyes peeled for hidden weapons, crucial equipment and, most importantly, POT's (Prisoners Of Terrorism) who'll supply you with information vital to the operation's success. Also be on the alert for searchlights and heli-snoops that'll be looking to give your position away.

If, during the mission, you receive a CALL SIGNAL, or at any time want to contact J.T., Nick or Jennifer, use your transceiver (See p. 8 for details).

Finally, remember this: You must locate special Pass Cards to advance through enemy buildings or to enter rooms that contain "must have" weapons and equipment. Each of these cards (1-8) has a secret code which corresponds to various doors, and without them you might as well turn in your combat fatigues for a civilian's suit.

THE THREE COMMANDOS *(And their foxy friend Jennifer)*

(Place your name here)

AKA: SOLID SNAKE

A black belt in 32 forms of oriental combat and skilled in every weapon known to man, you're FOX HOUND's most lethal fighting machine. You're a combination Rambo, James Bond, John Wayne and Lawrence of Arabia. You're also the leader of this perilous mission, and if you bite the dust, so does the free world.

J.T.

A Double Naught Spy from the Air Force's super secret Intelligence Department, John Turner is the greatest camouflage artist ever. He was last seen somewhere in South Vietnam back in 1969. But don't worry, he'll show up for this mission.

COMMANDO NICK MYER

Nick graduated magna cum laude from Harvard, but found that Wall Street's cutthroat attitude was too tame. So he joined FOX HOUND and quickly became an explosives guru and leader of the Nitroglycerin Division. Nick's nickname: La Bomba.

JENNIFER X

Very little is known about Jennifer, except the fact that she has an uncanny ability to infiltrate an enemy's headquarters. She's currently posing as a computer expert in the nerve center of Fortress Fanatic. Rumor has it that she's the younger sister of Ginger from Gilligan's Island. Hint: Her secret code name is Yr. Person.

CONTROLLING YOUR COMMANDO

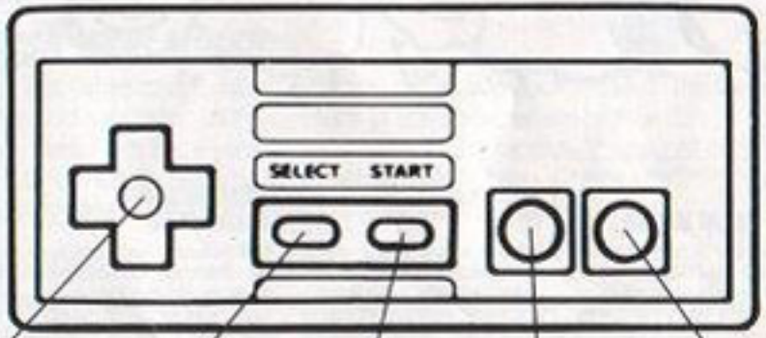
A BUTTON In the Main Screen, press to use your weapons or equipment. In the Horizontal Screen, press to jump.

B BUTTON In the Main Screen, press to punch or stab. In the Horizontal Screen, press to use your weapons.

START BUTTON Press to begin your mission or to pause the action.

SELECT BUTTON Press during play and the MODE SELECTION Sub-Screen will appear. See page 7 for details on how to choose a weapon, equipment or the transceiver by using the Sub-Screen.

CONTROL PAD Press to maneuver your commando in four different directions. If you're in a Horizontal Screen (which appears after you fight through Base 1), press Down to lie on your belly and then press Left or Right to crawl.



Control Pad Select Start B Button A Button

BATTLE FIELDS

MAIN SCREEN

Your Life Line

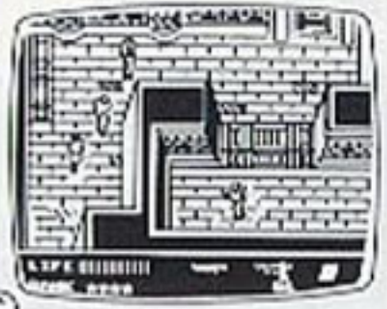
Your Rank

Remember the higher your Rank, the longer your Life Line

The weapon you're chosen from the B Section of the Weapons Screen

The weapon you're chosen from the A Section of the Weapons Screen

The equipment you are using



HORIZONTAL SCREEN

Your Life Line

Your Rank

The weapon or equipment you are using

The number of explosives

The number of rations

The number of oxygen tanks

THE MODE SELECTION SUB-SCREEN

Throughout the mission you'll be searching high and low for special weapons and equipment important to your survival. You'll also be keeping in constant contact with your crew for clues.

At any time, you can change primary weapons, switch to different equipment or use the transceiver. To do so, press the Select Button and the MODE SELECTION Sub-Screen will appear. Next, use the Control Pad to move the "star" to either Weapon, Equipment or Transceiver. Finally, press the A Button.

When you've finished changing items, guide the "star" back to the Sub-Screen, using the Select Button, and position it with the Control Pad next to RTN. Press the A Button, and you'll be back in the thick of things.

TOP SECRET MODES

WEAPONS MODE

In this mode there are two sections, A & B. In the B section you choose to either fight with your fists or with a knife. In the A section you'll decide which weapon is most appropriate for whatever combat situation you're in. For example—if the enemy troops are in a room with a combustible stock, you'll want to switch to either hand grenades or plastic explosives to destroy it.

To make selections, press the Select Button to move the "star" from section to section, then press the Control Pad to choose a weapon. After your selection, press the A Button, then press the Select Button to return to the NOTE SELECTION Sub-Screen.

EQUIPMENT MODE

In this all-important mode, you'll select the equipment you need by following the same sequence described under the Weapons Mode.

Remember, this is the mode where your Pass Cards are kept. During the mission, you'll have to move the "star" from card to card in order to use them. Once in a room, you might have to switch your equipment again. For example—if you accidentally find yourself underwater, you'll have to move the "star" to the oxygen tank and pick some up for air.

And for emergencies, your codes can also stored here. If your Life Line runs low, switch to this mode, move the "star" to the codes, then press the A Button. It'll make you feel like a Commando!

NOTE: The deeper you go into the game, the more weapons and equipment you'll have to choose from.

TRANSCEIVER MODE

In this mode you can either respond to a CALL SIGNAL by pressing the Select Button or try and make some mischief with one of your co-commandos. To make a call, press the Control Pad to bring up the cursor, will select JC Nickel, Jonathan then press the A Button. If they're curious they will respond... but keep trying, they need the mission because you never know when they might have a tip for you. A word of warning: your transceiver is silent so when the enemy's alarm sounds.

NOTE: After you finish reading each piece of the message on the screen, press the A Button.

An extra function of this mode is the Calculator Game. If you move the cursor to the special icon and press the A Button, a grid will appear. JC Nickel has planted a transmitter for you to track down. Its location will be in

LETHAL WEAPONS

Beretta M92
A punishing firearm that can be equipped with a silencer.

Claymore Mine
Press the A Button once to arm it and again to set off the explosion.

Guided Missile
Once fired, use the Control Pad to direct the missile toward its target. NOTE: You cannot move while controlling the missile.

The Mine
Place in key locations to surprise unsuspecting enemy soldiers. Approx. Up to 3 mines can be placed per screen.

MSK MP5 Machine Gun
A semi-automatic submachine gun that can also be equipped with a silencer.

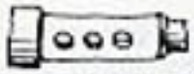
Plastic Explosives

ACME's Official Commando Knife

Flare Gun
When the screen gets dark, this baby will light up your life.

M67 Grenade

M31 Shot Gun



Silencer
Small but deadly, this little device will help keep your mission undetected.

SURVIVAL GEAR

TRUTH GAS

[illegible]

BUGGING KIT

[illegible]

BOOTS

[illegible]

SMOKE BOMB

[illegible]

MINE DETECTOR

[illegible]

OXYGEN TANK

[illegible]

BODY ARMOR

[illegible]

INFRARED GOGGLES

Helps you detect alarm sensors.

CLAIRVOYANT BINOCULARS

Allows you to see through the walls of Fortress Fanatic.

ANTIDOTE

If you've been poisoned, your Life Line will begin decreasing. Hurry and switch to the antidote to stop the loss of life.

PASS CARDS (1-8)

These are the keys to your success, because they open doors which will lead to weapons, equipment, prisoners and eventually—victory!

RATIONS

Restores your Life Line.

BACKPACK

Use it to carry twice as many remote control missiles and mines.

POWER ARMOR

Gives you strength to move rocks and boulders.

ANTENNA

Allows you to use the transceiver in areas which have been electronically jammed by the enemy.

X RAY DETECTOR

Detects weak spots in a wall so that you can destroy that portion of the wall with plastic explosives. By the way, you might consider slipping into the Power Armor before busting through these so called "weak spots".

DRY CELL

If the battery level on your transceiver runs low, use the Dry Cell to repower it.

CODE NAME: PASSWORD

When your Life Line dwindles away, bringing your mission to a sudden and unsuccessful halt, you can save your weapons and rank by selecting PASSWORD. The transceiver will then come on the screen and display a secret code. Write the code down and save it!

If you want to continue playing after your demise, without turning off the machine, select CONTINUE.

How to restart your mission, utilizing Code Name: Password.

When the Title Screen appears at the beginning of the game, press the Start Button to call up the START/CONTINUE option. Using your Select Button, select Continue. Press the Start Button to receive an important message, then press the A Button and the Password Screen will appear. Use the Control Pad and A Button to enter the Password. If you enter an incorrect letter or number, press the B Button to move the cursor back to the mistake and then make the correction. Another way to correct errors: Move the cursor to the Forward/Backward Arrows (→ ←), then move the cursor to the incorrect letters or digits by pressing the A Button.

SURVIVAL TIPS

Before the Stealth copter took off from the aircraft carrier USS Grover Cleveland, your superiors compiled these helpful hints to keep you from falling prey to Higharolla and his band of terrorist thugs. Use them wisely.

1. Open as many doors as you can.
2. Listen to rescued prisoners and use the Truth Gas to force captured enemy commanders to talk. After rescuing a certain number of prisoners you'll be promoted in Rank, thus increasing your Life Line. Note: Every time a person's message stops, press the A Button.
3. The Silencer is somewhere in the Jungle. Find it, or else your shots will be heard 'round the world.
4. If you're lost or confused, try to contact J.T., Nick or Jennifer.
5. It takes either 3 punches or 1 thrust of the knife to bring down an enemy soldier. Sometimes, before he perishes, your victim will leave you with rations or extra ammo. (Hey, to the victor go the spoils!)
6. When you reach the main door of Base 1, hide behind the bushes then try to contact your pals. Afterall, J.T. might have a plan.

TREAT YOUR ULTRA GAME PAK CAREFULLY

- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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